c. at least one V-PROM resident on said non-volatile storage means;

d. a communications means between said V-PROM and said CPU;

e. a presentation means;

f. a means for registering authorized users of said presentation means;

g. a reporting means for activities of said users;

h. a security means for protection of contents of said V-PROM;

i. a selection means for isolating subset of said contents of said VPROM;

j. a connection means between said V-PROM and at least one external EPROM-compatible device.

2. The control apparatus of claim 1, wherein said control means chooses among said subsets of said contents of said V-PROM for presentation to said EPROM-compatible device.

3. (Amended) The control apparatus of claim [1 or] 2, wherein said EPROM-compatible device comprises authentication capability.

4. The control apparatus of claim 3, wherein said authentication capability is designed for gaming activities.
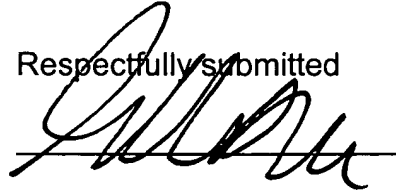
2

5. (Amended) The control apparatus [claimed in any one of claims 1 to 4] of claim 1, wherein said subsets of said contents of said V-PROM comprise gaming applications.

6. A method of emulating the physical characteristics of binary data stored in EPROM media for use with a digital processing device, comprising a CPU, operating system, dynamic memory, input/output capability and executable software, said method comprising the steps of:

    a.   controlling said emulation method;

    b.   storing said executable software and related data on a non-volatile storage means;

    c.   providing at least one V-PROM resident on said non-volatile storage means;

    d.   providing a communications means between said V-PROM and said CPU;

    e.   providing a presentation means;

    f.   registering authorized users of said presentation means;

    g.   reporting activities of said users;

    h.   protecting contents of said V-PROM;

    i.   isolating subsets of said contents of said V-PROM;

    j.   providing a connection between said V-PROM and at least one external EPROM-compatible device.

3

7. The method of claim 6, wherein said software relates to the field of gaming.

8. The method of claim 6 [or 7], wherein said EPROM-compatible device relates to authentication activities.

Respectfully submitted

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4

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